

LIFE ON THE MANSION WORLDS AND JERUSEM

An Outline

INTRODUCTION

The theme of this whole series of meetings is "The Morontia Life," so first in order are some definitions of the term "morontia."

"Morontia is a term designating a vast level intervening between the material and the spiritual. It may designate personal or impersonal realities, living or non-living energies. The warp of morontia is spiritual; its woof is physical." Foreword, p.9.

"Unquestionably, when we encounter the functional activities of the various Morontia Power Supervisors, we are face to face with certain of the unrevealed activities of the Master Spirits. Who, aside from these ancestors of both physical controllers and spirit ministers, could have contrived so to combine and associate material and spiritual energies as to produce a hitherto nonexistent phase of universe reality--morontia substance and morontia mind?

"Much of the reality of the spiritual worlds is of the morontia order, a phase of universe reality wholly unknown on Urantia. The goal of personality existence is spiritual, but the morontia creations always intervene, bridging the gulf between the material realms of mortal origin and the superuniverse spheres of advancing spiritual status. It is in this realm that the Master Spirits make their great contribution to the plan of man's Paradise ascension." p.189.

"Mortal death is a technique of escape from the material life in the flesh; and the mansonia experience of progressive life through seven worlds of corrective training and cultural education represents the introduction of mortal survivors to the morontia career, the transition life which intervenes between the evolutionary material existence and the higher spirit attainment of the ascenders of time who are destined to achieve the portals of eternity." p.540.

"The Gods cannot--at least they do not--transform a creature of gross animal nature into a perfected spirit by some mysterious act of creative magic. When the Creators desire to produce perfect beings, they do so by direct and original creation, but they never undertake to convert animal-origin and material creatures into beings of perfection in a single step.

"The morontia life, extending as it does over the various stages of the local universe career, is the only possible approach whereby material mortals could attain the threshold of the spirit world. What magic could death, the natural dissolution of the material body, hold that such a simple step should instantly transform the mortal and material mind into an immortal and perfected spirit? Such beliefs are but ignorant superstitions and pleasing fables.

"Always this morontia transition intervenes between the mortal estate and the subsequent spirit status of surviving human beings...

"The morontia realms are the local universe liaison spheres between the material and spiritual levels of creature existence....

"The morontia spheres are the transition phases of mortal ascension through the progression worlds of the local universe. Only the seven worlds surrounding the finalizers' sphere of the local systems are called mansion worlds, but all fifty-six of the system transition abodes, in common with the higher spheres around the constellations and the universe headquarters, are called morontia worlds. These creations partake of the physical beauty and the morontia grandeur of the local universe headquarters spheres." p.541.

"The narrative of human ascent from the mortal spheres of time to the divine realms of eternity constitutes an intriguing recital not included in my assignment (spoken by a Mighty Messenger), but this supernal adventure should be the supreme study of mortal man." p.449.

NOTE: The following outline of our possible life on the mansion worlds is based on the facts given in the Urantia Book and page numbers are given as references for the material used. In a few cases some speculation is ventured, but it always has some logical foundation in the book.

I. MANSION WORLD NO. 1

A. First Day

1. Awakening in resurrection hall. p.1234-35. 2 guardian seraphim and Morontia Companion. p.546. Morontia body--accidents. p.574. Description of resurrection hall. p.533.
2. People you see first. Andon and Fonta. p.717.
3. Melchizedek sector. p.533. Registry hall. Physical mechanisms. p.521. Residence. p.547.

B. Second Day

1. We're almost as before. p.533, 1236.
2. Exhibit Hall. Models and maps.

3. Registry building - consult files. p.533. Friends. p.498. Records are 3-fold. p.436. No messages back to evolutionary planet or return there. p.1230, 436, 1646, 1680, 865.
4. Lesson in Satania language. p.546.

C. Third Day

1. Walk through park. Spornagia. p.416, 527-28.
2. Tests to be taken.
 - a. Parental. p.531.
 - b. Perhaps one on money. p.1822.
 - c. Perhaps one on time.
 - d. Probably many more.
3. Flying trip on a bird. p.520-21.

D. Fourth Day

1. More tests. p.533, 535.
2. Visit to headquarters of Morontia Companions. p.534, 282-3, 545-7.

E. Fifth Day

1. Tests satisfactory. Only 10-day stay. p.534.
2. Visits to classes. Mota. p.554, 556-7.

F. Sixth and Seventh Days

1. Visit to Finaliters' World. p.530-31. Permission to visit. p.536.
2. Visit to nursery. p.517, 531-2. Midsoniters. p.400-1.

3. Overnight stay. Children's school, probably older teaching younger.

G. Eighth and Ninth Day

1. Perhaps more visits to classes - primitive men.

2. Perhaps a visit to the resurrection halls. p.533.

3. Visit to registry hall to check out.

4. Glimpse ahead.

H. Tenth Day

Departure by seraphic transport for Mansion World No. 2. p.534.

II. MANSION WORLD NO. 2

A. Resurrection Hall - 70 wings. p.543-44 New body. p.534, 542.

B. Melchizedek sector. 10 days free. Sea of glass. p.534, 521-22, 487.

C. Visit to headquarters of Universal Conciliators. p.275-79.

D. Spironga. p.530, 416, 523.

E. Classes - language, mota, etc. Harp of God. p.539.

F. Visit to Transition World No. 2, the Morontia World. p.510.

G. Purpose and accomplishments. Social groups start to form. p.534.

H. Departure by seraphic transport for Mansion World No. 3.

III. MANSION WORLD NO. 3

A. Another new body - and 10 days of sightseeing.

- B. Purpose. More positive educational work. p.536.
- C. Educational system. p.412, 428, 550-51, 546.
- D. Visit to Transition World No. 3 - The Angelic World. p.510.
- E. Visit to Jerusem. Sea of glass. p.487. Pearly observatory. p.521.
- F. On to Mansion World No. 4.

IV. MANSION WORLD NO. 4

- A. Another new body - and 10 days of sightseeing.
- B. Purpose. Real social advancement. p.536.
- C. Mind Planners. p.553.
- D. Social Architects. p.432-33.
- E. Eradication of Human Faults. p.551.
- F. Visit to Transition World No. 4 - The Superangel World. p.510.
- G. On to Mansion World No. 5.

V. MANSION WORLD NO. 5

- A. New body - and 10 days of sightseeing.
- B. Purpose. Faster spiritual progress. p.535, 537.
- C. Education. Start study of Uversa language. p.537. Study of constellation. p.537.
- D. Visit to Transition World No. 5 - World of the Sons. p.510.

E. Summary of past experience.

F. On to Mansion World No. 6.

VI. MANSION WORLD NO. 6

A. New body - 10 days of sightseeing.

B. Purpose. Become more spiritual - more like supermortals. p.537-38.

C. Reversion Directors. p.548-49.

D. Visit to Transition World No. 6 - World of the Spirit. p.510.

E. Fusion with Thought Adjuster. p.538, 1239, 552.

F. On to Mansion World No. 7 - the last one.

VII. MANSION WORLD NO. 7

A. New body - 10 days of sightseeing. Last new body. p.539-40.

B. Purpose. Preparation for residence on Jerusem. Final purging of human faults. p.538.

C. Visit to Transition World No. 7 - World of the Father. p.510, 538, 607.

D. Summary of mansion world experience. p.517.

E. Departure for Jerusem. p.538-39.

VIII. JERUSEM

A. Arrival - Living Quarters. p.539, 523-27. Agondonters. p.579.

B. Material Sons and Daughters. p.515-16, 828-29, 581, 349.

- C. Four and Twenty Counselors. p.513-14, 1251-52.
- D. Administrator seraphim. p.434-36.
- E. Citizenship. p.517-18.
- F. Work.
- G. Play.
- H. Breathing Spell. p.434-35.
- I. Departure for Edentia. p.521.